

# The Death of Disk Panel Session

Erik Riedel, EMC HEC FSIO Workshop August 2011

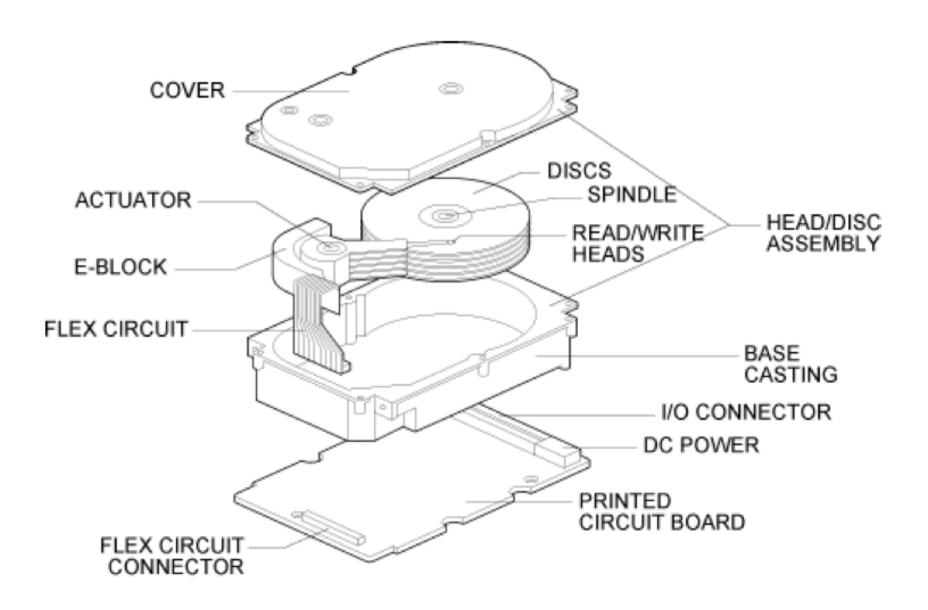


#### Conclusion

- About 80% of stored data will never be accessed again
- About 80% of the rest will be accessed predictably
- That leaves (maybe) 4% of stored data that potentially requires "quick" random access
- => Buy as much flash as you can afford, use disks for the rest

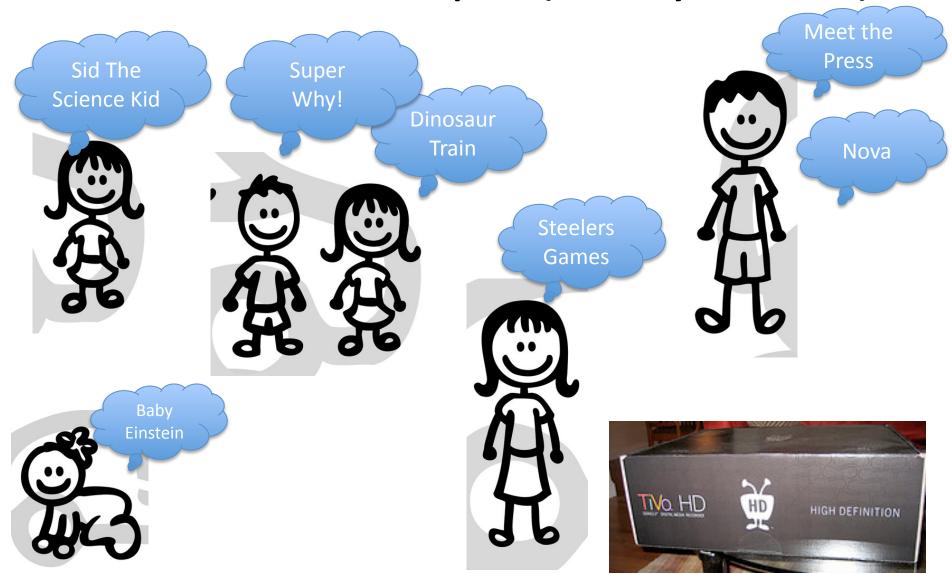
#### Most Data Is Idle

- About 80% of stored data will never be accessed again
- Disk drives have long been designed around this key fact of the digital world
- Amortize a relatively small amount of expensive read/write electronics and fancy material science over a large and cheap magnetic media



David Anderson, James Dykes, Erik Riedel "SCSI vs. ATA - More than an interface" 2nd Conference on File and Storage Technology (FAST). San Francisco, CA. April 2003. www.cs.cmu.edu/~riedel

## Consumer Example (At My House)

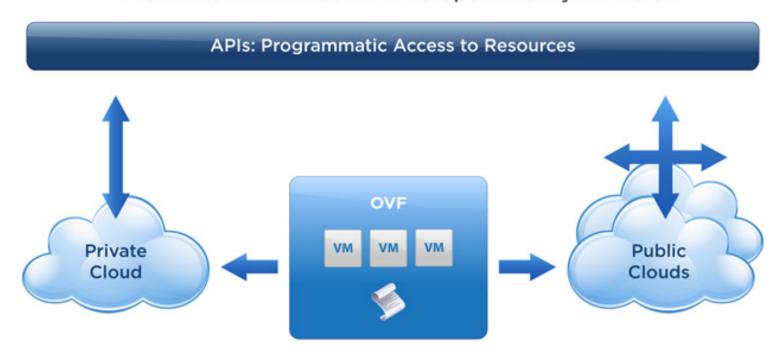


#### Most Data Access Is Predictable

- Caching
- Prefetching
- Tiering
- Staging
- Hierarchical Storage Mgmt
- all these tools have been known for years
- just need to open our toolbox, sharpen some of them to apply to today's infrastructure/apps

#### New Tools In the "Cloud"

VMware vCloud API
The First Cloud API Submitted to Open Industry Standards



Open Virtualization Format (OVF)
The First Industry Standard for Cloud Workloads

Marketing buzz – IaaS – Infrastructure as a Service

### New Tools In the "Cloud" (2)

**vm**ware<sup>1</sup> Blog FAQ Community Forums **CLOUD FOUNDRY** No Obstacles: Deploy and Scale Your Applications in Seconds The industry's first open platform as a service. Run your Spring, Rails and Node.js applications. Deploy from your IDE or command line. Request an invite for a CloudFoundry.com account and Free Sign Up for get notified when your Micro Cloud is available for **Cloud Foundry** download

Marketing buzz – PaaS – Platform as a Service

## New Tools in the "Cloud" (3)

- Key takeaways
  - both IaaS and PaaS are "closed loop" infrastructures
  - apps cannot be deployed except at the "direction" of the system
  - logging and monitoring are constant
    - need to get high utilization rates (\$\$)
    - need to send out bills (\$\$)
    - want high rates of "multi-tenancy" to be efficient (\$\$)
  - this leads to a significant level of "predictability"

### Get Predictability Into Storage

- Key challenge is how to translate what "the system" knows about apps and behaviors and "SLAs" into guidance for our system-level tools (caching, prefetching, tiering, etc.)
- Secondary challenge is avoiding "surprises"
  - where performance or availability or durability don't meet the SLAs ("quality of service")
- Good news is that the new infrastructures have some powerful new ways to help us

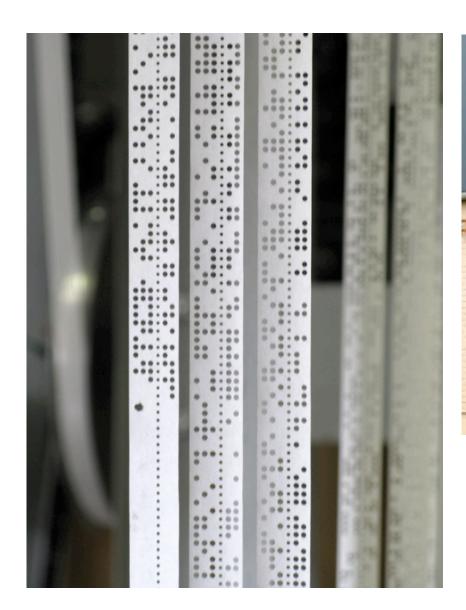
## One Example New Tool – Stunning



- "The amount of time the virtual machine is stunned is dependent on the amount of memory to be written to disk for such an operation, and the speed and responsiveness of the datastore's backing storage."
  - VMware KnowledgeBase

http://kb.vmware.com/selfservice/microsites/search.do? language=en US&cmd=displayKC&externalId=1013163

## What About Tape?





## What About Tape?

- Tapes are not a commodity technology
- 2011 total worldwide market for tape cartridges is about 8m units (just under \$1b annual revenue)
- Compare to the HDD business at 650m units in 2010 (close to \$40b annual revenue)
- 80 disk drives are manufactured for each tape cartridge; robots are complicated
- Fits particular application segments very well, but is not a general-purpose solution

http://www.storagenewsletter.com/news/tapes/sccg-ww-tape-market-lto-1q11 http://techreport.com/discussions.x/20890

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#### Pragmatic Issues

- Power
  - if the data is predictably idle, then don't spin it
- Wearout
  - look at the data occasionally (once/month, once/yr);
     such access for "scrubbing" is very predictable
- Backup
  - backup 1) is not an "application" and 2) is predictable
- Replication
  - estimates run to 75% of stored data is copies/replicas,
     only 25% unique bytes; replication is predictable

## Summary – How Much Data

- 1.2 million PB estimated in 2010
- 25% unique => leaves 300,000 PB
- 80% idle => leaves 60,000 PB
- 80% predictable => leaves 12,000 PB
- at \$1/GB for flash, that requires \$12b
- is that affordable?
- (remember the world bought ~\$40b of HDD in 2010)

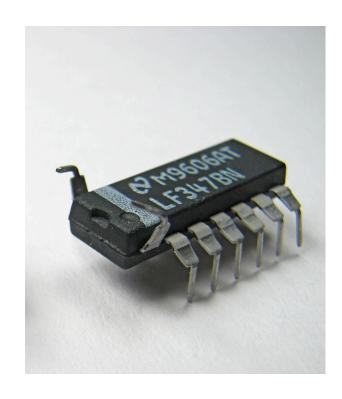
www.zdnet.com/blog/service-oriented/size-of-the-data-universe-12-zettabytes-and-growing-fast/4750 www.computerworld.com/s/article/9180943/NAND\_flash\_memory\_pricing\_to\_plummet\_to\_1\_per\_GB recently – "the price of flash has not been dropping as fast as the suppliers predicted", August 2011

#### Conclusion

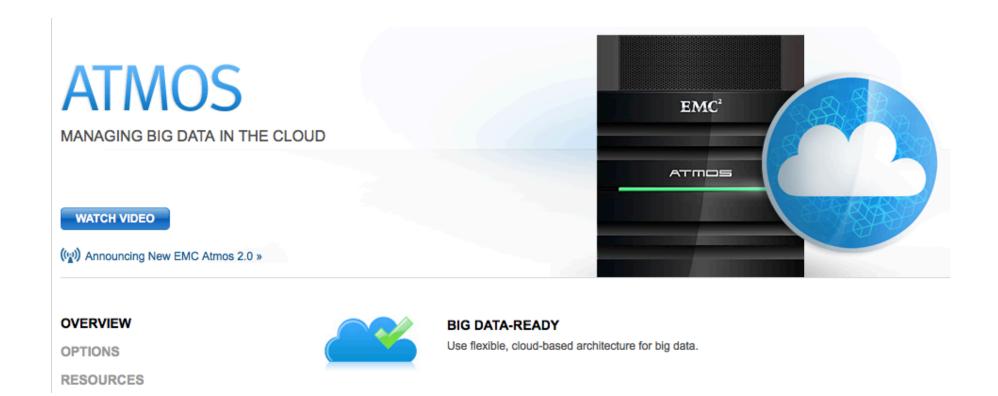
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n.b. 73.6% of all statistics are made up, do the calculations for your own environments, your mileage may vary





• In the battle of rust vs. silicon, both will survive



http://www.emc.com/storage/atmos/atmos.htm

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